

CLAIMS

We claim:

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sub  
A1

1. A method comprising:

receiving, in a circuit, first, second and third vertex data corresponding to first, second and third vertices of a triangle;

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generating, in the circuit, region bits representing a location each of the first, second, and third vertices with respect to a tile being rendered; and

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outputting coordinate data to a rasterizer, the coordinate data representing an initial rasterization starting point estimate based on the region bits.

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2. The method of Claim 1, further comprising: generating, in the circuit, an orientation bit representing an orientation of a line connecting the first and second vertices with a line connecting the first and third vertices.

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3. The method of Claim 2, further comprising: sorting the first, second and third vertices according to a position in a predetermined direction.

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A2

4. A circuit comprising:

a region calculation circuit configured to receive vertex data corresponding to vertices of a triangle, the region calculation circuit configured to generate region bits representing a position of the vertices with respect to a tile being rendered; and

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*Cont  
A2*

an initial rasterization starting point estimation circuit configured to receive the region bits and generate an initial rasterization starting point estimate coordinates.

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5. The circuit of Claim 4, further comprising:  
an orientation circuit configured to generate an orientation bit representing an orientation of a line connecting a first vertex and a second vertex of the triangle with respect to a line connecting the first vertex and a third vertex of the triangle.

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6. The circuit of Claim 4, further comprising:  
a rasterizer configured to receive the initial rasterization starting point estimation circuit coordinates.

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*add  
A3*

*ADD  
B  
ADD  
C2*